

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A display object generation program executed by information processing equipment, the program performing the steps of:

displaying a skeleton model comprising a plurality of skeletal parts ~~[[set]]~~ for the display object on a display device;

displaying an input outline trace on the display device, formed using an image input device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display object image; and[,]

displaying ~~[[the]]~~ data of the expanded and converted three-dimensional display object image on said display device;

wherein, said step of expanding and converting the outline trace further comprises:

converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts;

when there are a plurality of said input outline traces for said skeleton model, converting said outline traces into a single closed outline trace formed by connecting the outermost traces of said outline traces; and

when said input outline trace is input to span a plurality of skeletal parts, converting said input outline trace into closed outline traces for each of said plurality of skeletal parts.

2. (Cancelled)

3. (Cancelled)

4. (Currently Amended) The display object generation program according to Claim 1[[one of Claims 1 to 3]], wherein

the skeleton model of said display object is displayed, on said display device, with the basic shape image of said display object and the skeletal parts constituting said skeleton model being [[superposed]] superimposed with each other.

5. (Original) The display object generation program according to Claim 1, wherein

said program constitutes a game program executed by said information processing equipment.

6. (Currently Amended) The display object generation program according to Claim 5, further performing the steps of

setting a basic body having a specific attribute parameter in advance for said skeleton model; and,

attaching an attribute parameter, obtained by modifying the attribute parameter of said basic body according to the ratio of the outline trace associated with said skeleton model to data associated with said basic body [[data]], to the data of said expanded and converted three-dimensional display object image.

7. (Cancelled)

8. (Cancelled)

9. (Currently Amended) The display object generation program according to Claim 6, wherein

[the] a behavior mode of the generated three-dimensional display object is characterized by said attribute parameters.

10. (Original) The display object generation program according to Claim 6, wherein

said attribute parameter can be modified through selection of a texture to be applied to the generated three-dimensional display object.

11. (Currently Amended) The display object generation program according to Claim 6, wherein

said attribute parameter can be modified through ~~[[the]]~~ an area of the closed outline traces associated with a plurality of skeletal parts constituting said skeleton model, or through ~~[[the]]~~ a volume of the generated three-dimensional object.

12. (Currently Amended) A display object generation method, comprising:

displaying a skeleton model comprising a plurality of skeletal parts ~~[[set]]~~ for a display object ~~[[, is displayed]]~~ on a display device;

displaying an input outline trace ~~[[is displayed]]~~ on the display device formed using an image input device;

associating the input outline trace [[is associated]] with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model [[is expanded and converted]] into a three-dimensional display object image; and

displaying [[the]] data of the expanded and converted three-dimensional display object image [[is displayed]] on said display device;

wherein, said step of expanding and converting the outline trace further comprises:

converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts;

A. when there are a plurality of said input outline traces for said skeleton model, converting said outline traces into a single closed outline trace formed by connecting the outermost traces of said outline traces; and

when said input outline trace is input to span a plurality of skeletal parts, converting said input outline trace into closed outline traces for each of said plurality of skeletal parts.

13. (Currently Amended) A recording medium storing a display object generation program to be executed by information processing equipment, the program performing the steps of:

displaying a skeleton model comprising a plurality of skeletal parts [[set]] for a display object[[,]] on a display device;

displaying an input outline trace on the display device formed using an image input device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display object image; and,

displaying [[the]] data of the expanded and converted three-dimensional display object image on said display device;

wherein, said step of expanding and converting the outline trace further comprises:

converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts;

when there are a plurality of said input outline traces for said skeleton mode, converting said outline traces into a single closed outline trace formed by connecting the outermost traces of said outline traces; and

when said input outline trace is input to span a plurality of skeletal parts, converting said input outline trace into closed outline traces for each of said plurality of skeletal parts.

14. (Currently Amended) A recording medium storing a game program comprising a display object generation program to be executed by information processing equipment, the program performing the steps of:

displaying a skeleton model comprising a plurality of skeletal parts [[set]] for a display object [[,]] on a display device;

displaying an input outline trace on the display device formed using an image input device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display object image; and,

displaying [[the]] data of the expanded and converted three-dimensional display object image on said display device;

wherein, said step of expanding and converting the outline trace further comprises:

converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts;

when there are a plurality of said input outline traces for said skeleton model, converting said outline traces into a single closed outline trace formed by connecting the outermost traces of said outline traces; and

when said input outline trace is input to span a plurality of skeletal parts, converting said input outline trace into closed outline traces for each of said plurality of skeletal parts.

15. (New) The display object generation program according to claim 1, wherein said input outline trace comprises at least one movement trace formed using said image input device.

16. (New) The display object generation program according to claim 1, wherein said image input device comprises a mouse.

17. (New) The display object generation program according to claim 1, wherein said image input device is a user interface device which permits a

user to form said input outline trace such that said display device displays said input outline trace.

18. (New) The display object generation program according to claim 1, wherein said image input device manipulates a pen pointer on said display device to form said input outline trace based on user inputs.

19. (New) The display object generation program according to claim 1, further comprising:

storing at least one first attribute data associated with a basic body for said skeleton model;

determining a modifier value based on a ratio of data associated with said outline trace to data associated with data for said basic body comprising said first attribute data;

determining a second attribute data based on said modifier value; and

storing said second attribute data with data of said expanded and converted three-dimensional display object;

20. (New) The display object generation program according to claim 19, wherein said first attribute is a base parameter and said second attribute is a modified parameter.

21. (New) The display object generation program according to claim 20, wherein said second attribute data is further determined based on a determination of a percentage difference between data associated with said outline trace to data associated with data for said basic body comprising said first attribute data.

22. (New) The display object generation program according to claim 21, wherein said second attribute data is increased based on a positive said difference.

23. (New) The display object generation program according to claim 21, wherein said second attribute is decreased based on a negative said difference.

24. (New) A display object generation program comprising:

a processing sequence for displaying a plurality of skeletal models comprising a plurality of skeletal parts for a display object on a display device;

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a processing sequence for selecting one of said skeletal models based on a user input;

a processing sequence for displaying an input outline trace on the display device formed based on at least another user input from an image input device;

a processing sequence for associating the input outline trace with the skeleton model of said display object;

a processing sequence for generating a three-dimensional display object image based upon expanding and converting data associated with the outline trace associated with the skeleton model; and

a processing sequence for displaying the expanded and converted three-dimensional display object image on said display device.

25. (New) The display object generation program according to claim 24, wherein said processing sequence associating the input outline trace with the skeleton model of said display object further comprises a

processing sequence for converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts.

26. (New) The display object generation program according to claim 24, wherein said processing sequence associating the input outline trace with the skeleton model of said display object further comprises a processing sequence for converting said outline traces into a single closed outline trace formed by connecting the outermost traces of said outline traces when there are a plurality of said input outline traces for said skeleton model.

27. (New) The display object generation program according to claim 24, wherein said processing sequence associating the input outline trace with the skeleton model of said display object further comprises a processing sequence for converting said input outline trace into closed outline traces for each of said plurality of skeletal parts when said input outline trace is input to span a plurality of skeletal parts.

28. (New) The display object generation program according to claim 27, wherein said input outline trace comprises at least one movement trace formed using said image input device.

29. (New) The display object generation program according to claim 27, wherein said image input device is a user interface device which permits a user to form said input outline trace such that said display device displays said input outline trace.

30. (New) The display object generation program according to claim 27, further comprising:

storing at least one first attribute data associated with a basic body for said skeleton model;

determining a modifier value based on a ratio of data associated with said outline trace to data associated with data for said basic body comprising said first attribute data;

determining a second attribute data based on said modifier value; and

storing said second attribute data with data of said expanded and converted three-dimensional display object;

31. (New) The display object generation program according to claim 30, wherein said first attribute is a base parameter and said second attribute is a modified parameter.

32. (New) The display object generation program according to claim 30, wherein said second attribute data is further determined based on a determination of a difference between data associated with said outline trace to data associated with data for said basic body comprising said first attribute data.

33. (New) The display object generation program according to Claim 30, wherein

said second attribute data can be modified through selection of a texture to be applied to the generated three-dimensional display object.

34. (New) The display object generation program according to Claim 30, wherein

said second attribute data can be modified based upon an area of the closed outline traces associated with said plurality of skeletal parts constituting said skeleton model or based upon a volume of the generated three-dimensional object.